	SchedluerState
TaskState	+ tasks: {task key: TaskState}
+ key: str	+ unrunnable: {TaskState}
+ prefix: TaskPrefix	+ workers: {worker key: WorkerState}
+ run_spec: object	+ idle: {worker key: WorkerState}
+ state : str	+ saturated: {worker key: WorkerState}
+ dependencies: {TaskSate}	+ clients: {client key: ClientState}
L demandante (Teal(Ctate)	+ task_duration: {key-prefix: duration}
+ dependents: {TaskState}	
+ has_lost_dependencies: bool	WorkerState
+ waiting on: {TaskState}	+ address: str
<u> </u>	+ processing: TaskState
+ waiters: {TaskState}	+ executing: TaskState
+ who_wants: {ClientState}	+ has_what: TaskState
+ who_has: {WorkerState}	
+ processing_on : {workerState}	ClientState
	+ Client_key : str
	+ wants_what: {TaskState}